Caution! There are no user serviceable parts inside this unit. Do not attempt any repairs yourself, doing so will void your manufactures warranty. In the unlikely event your unit may require service please contact your nearest Irradiant dealer.

Specifications subject to change without notice !

SRC-145

USER INSTRUCTIONS

DMX-512

MIDI
CAPABLE

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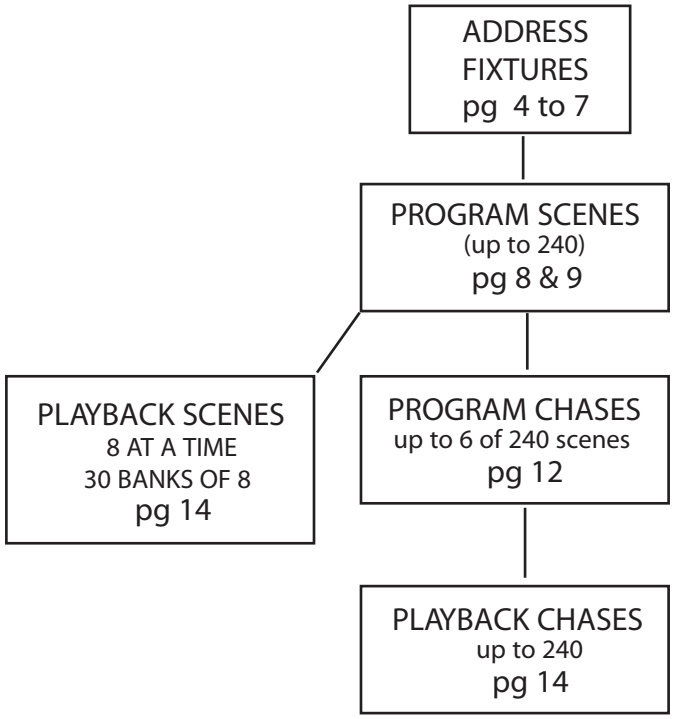
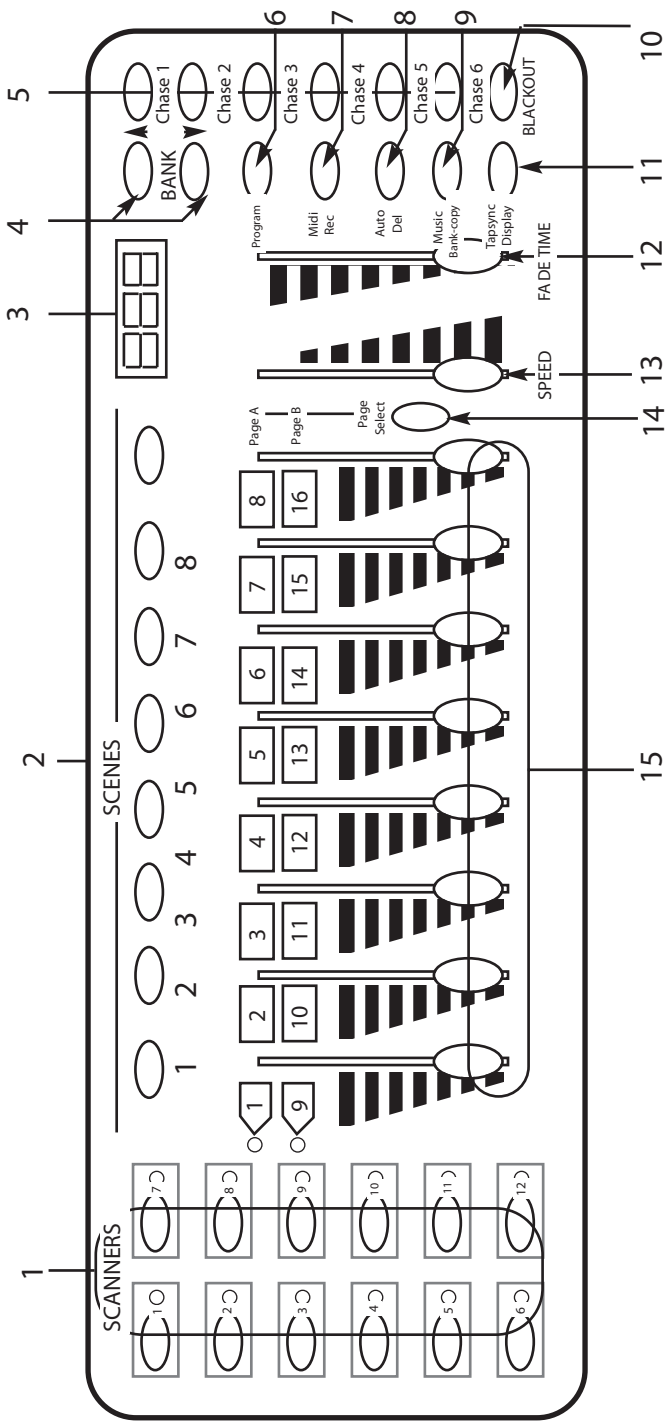
DIP SWITCH DMX ADDRESS CHARTS

FLOW CHART

This is the order you program the SRC-145.





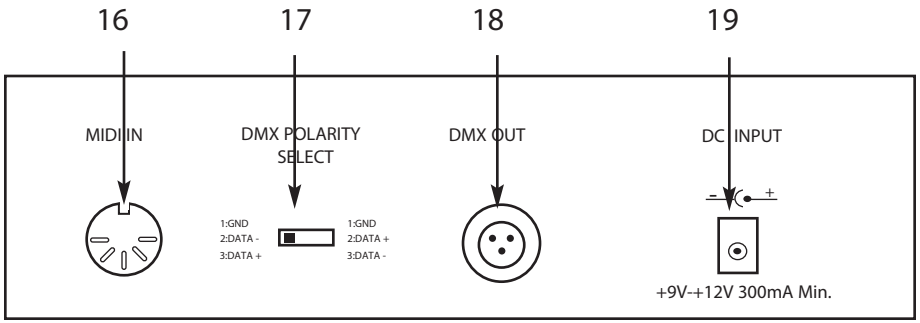
CONTROLS & FUNCTIONS

1. SCANNER BUTTONS- Used to Select any or all of 12 fixtures. This is what selects which DMX channels go to the fixtures.
   Scanner 1 controls Channel 1 to 16
   Scanner 2 controls Channel 17 to 32
   See addressing of fixtures on page 7 for more information
2. SCENE BUTTONS - Used to store Scenes in program mode or playback your scenes in playback mode.
3. LCD DISPLAY- Displays values and settings depending on the chosen function.
4. BANK BUTTONS (▲ OR ▼) - Selects which Bank you want to use. (there are 30 selectable banks total.)
5. CHASE - Used to select chases (1-6).
6. PROGRAM - Used to activate program mode Display blinks when activated.
7. MIDI / REC - Used to control MIDI operation or to Record each step for Scene and Chases.
8. AUTO/DEL- Select AUTO speed in chase mode or Deletes Scenes and or chases .
9. MUSIC / BANK COPY- Used to trigger sound activation in Chase mode or to copy a bank of scenes from one to another in Program Mode
10. BLACKOUT - Disables or enables all channel outputs
11. TAP SYNC / DISPLAY- In Auto Chase mode used to change rate of chase also to change LCD Display in Manual Chase.
12. FADE TIME SLIDER - Used to adjust the FADE TIME. Fade Time is the amount of time it takes the unit to completely change from one scene to another.

    For example; if the fade time slider is set to 0 (zero) a scene change will be instant. If the slider is set to '30s' it will take the SRC-145 30 seconds to complete the change from one scene to the next.
13. SPEED SLIDER- Used to adjust the rate of chase speed in Auto Mode.
14. PAGE SELECT- Used to select faders between PAGE A (1-8) and PAGE B (9-16) of each Scanner Button
15. FADERS (1-8)- Used to adjust the intensity from 0% to 100% or DMX output level from 0 to 255 of each channel

REAR CONTROLS

16. MIDI IN - Receives MIDI data.
17. DMX POLARITY SELECT- Changes the polarity setting of the DMX output.
18. DMX OUT- Used to send DMX signal to fixtures or Packs.
19. DC INPUT- Accepts a DC 9~12V, 300 mA minimum, power supply.



DMX512 ADDRESSING

WHEN ADDRESSING YOUR FIXTURES FOLLOW THE STAR TING ADDRESS IN THIS BOOK NOT THE ADDRESSING FOUND IN YOUR FIXTURE MANUAL

DMX 512 is a type of protocol that sends out up to 512 multiplex channels at once down a common cable. Each channels has a value from 0 to 255. You set the address for each receiver(fixture) by using Dip switches or some type of digital readout

Each Dip switch has an ADDRESS based on binary code.

Dip switch	#1	#2	#3	#4	#5	#6	#7	#8	#9
Value	1	2	4	8	16	32	64	128	256

YOU SELECT THE ADDRESS WANTED BY ADDING THE TOTAL OF DIP SWITCHES ON.

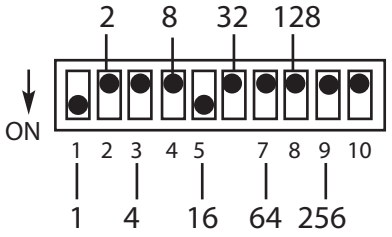
Dip switch #10 is not used with DMX but normally to select some Function ie: Master / Slave, Sound Activation or to receive DMX Control.

Most fixtures start receiving on the address selected

EXAMPLE:
Setting ADDRESS at 1 unit starts at CHANNEL 1

Dip switch # 1 on
Setting ADDRESS for
17 unit starts at
CHANNEL 17
Dip switch # 1 = 1
" # 5 = +16
= 17

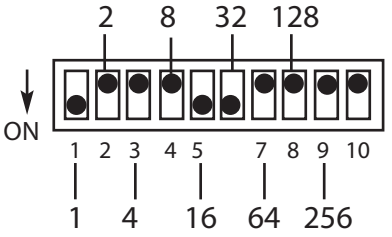
DIP SWITCH DMX ADDRESS



Dip switch total = 17
unit starts at
CHANNEL 17

Setting ADDRESS for
49 unit starts at
CHANNEL 49
Dip switch # 1 = 1
" 5 = 16
" 6 = 32
= 49

DIP SWITCH DMX ADDRESS



Dip switch total = 49
unit starts at
CHANNEL 49

Some units start receiving one more than the ADDRESS selected.

EXAMPLE:
Setting ADDRESS at 0 unit starts at CHANNEL 1 all Dip switches OFF

Setting ADDRESS for

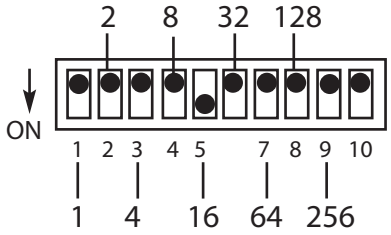
17

Dip switch # 5 = 16

= 16

unit starts at 17

DIP SWITCH DMX ADDRESS



Dip switch total = 16
unit starts at
CHANNEL 17

Setting ADDRESS for

49

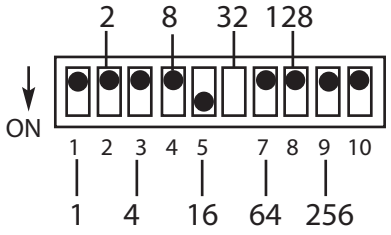
Dip switch # 5 = 16

6 = 32

= 48

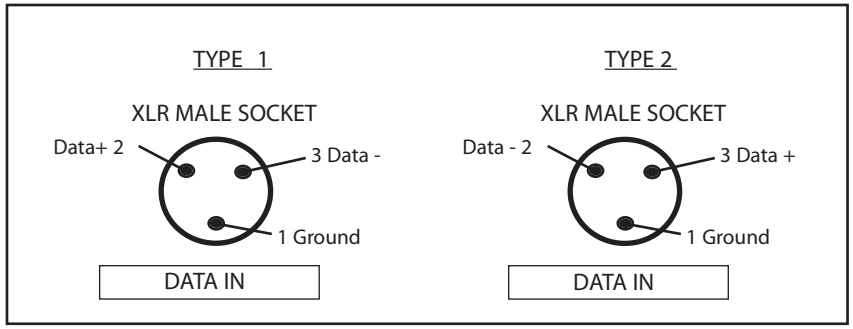
unit starts at 49

DIP SWITCH DMX ADDRESS



Dip switch total = 48
unit starts at
CHANNEL 49

While DMX 512 is the standard used to control lighting, at this time, there are some differences you should know about. One is pin configuration. The DATA + And DATA- are reversed. This can be corrected by using the reversal switch on the SRC-145. If you have some fixtures from each polarity use adapter Z-DMXADAPT between the fixtures.



Addressing Fixtures

In order to have individual control of each fixture with the SRC-145 Fixture addresses should be addressed as follows.

Scanner Button # 1 starts at 1
Scanner Button # 2 starts at 17
Scanner Button # 3 starts at 33
Scanner Button # 4 starts at 49
Scanner Button # 5 starts at 65
Scanner Button # 6 starts at 81
Scanner Button # 7 starts at 97
Scanner Button # 8 starts at 113
Scanner Button # 9 starts at 129
Scanner Button # 10 starts at 145
Scanner Button # 11 starts at 161
Scanner Button # 12 starts at 177

If you are not sure how to set the starting address of your Fixture refer to Chart on pages 20 & 21 of manual.

PROGRAMMING SCENES

1. PRESS AND HOLD PROGRAM BUTTON (FIG. 6) for three (3) seconds to activate program mode. The LCD DISPLAY (FIG.3) will indicate your in program mode by displaying a continuous fast blinking light next to 'PROG.
2. Select a fixture to program, by pressing any or all SCANNER BUTTONS 1 TO 12 (FIG2).

3. Adjust the faders to the desired settings of the fixture or fixtures your programming (i.e. Color, Gobo, Pan, Tilt, Speed, etc.), by adjusting the fader values. Use the PAGE A B BUTTON if your Fixture has more than eight channels. When selecting from Page A to B you have to move Sliders to activate channels.

4. Once you've reached your desired setting and or position for the Fixture, you can press the SCANNER BUTTON you were adjusting this stops adjustment of that Fixture(s). You then press another SCANNER BUTTON to select another Fixture to adjust.You can adjust more than one fixture at a time by selecting more than one Scanner Button at a time.

5. Repeat steps 2 and 3 until all the lights are where you want.

6. When entire scene is set to your liking, press and release the MIDI / REC BUTTON (FIG 7.) .

8. Then press a SCENE BUTTON 1-8 (FIG 2) to store this scene. ALL LEDS BLINK 3 TIMES The LCD will display the bank and scene where your scene was stored.
9. Repeat steps 2-8 to record your first 8 scenes.

You can copy the settings from one scanner button to another in case you want to add more lights to your show. just press and hold the scanner button you want to copy then press the Scanner button you want to copy to.

10. Now use the UP and DOWN BANK BUTTONS (FIG.4). to record more banks of scenes . There are 30 banks you can store up to 8 scenes per a bank for a total of 240 scenes.

11. To exit programming mode press and hold the PROGRAM BUTTON (FIG.6) for 3 seconds.

When you exit programming Blackout LED is on press BLACKOUT BUTTON to de-activate blackout.

PROGRAMMING SCENES REVIEW

To review this is how you would create a simple 4 step box pattern

1. Press and hold PROGRAM BUTTON (FIG. 6) for three (3) seconds
2. Select a fixture(s) to program using the SCANNER BUTTONS 1 TO 12 NOTE: WHEN YOU ARE BEGINNING IT MAY BE EASIER TO USE FOUR CUPS OR OTHER OBJECTS PLACED ON THE FLOOR AS A GUIDE.
3. Adjust the faders to the desired Color, Gobo, then using the Pan, Tilt, adjust the mirrors to go to the bottom corner of the dance floor.
4. Press and release the MIDI / REC BUTTON (FIG 7.).
5. Then press SCENE BUTTON 1 ALL LEDS BLINK 3 TIMES
6. Adjust the Pan faders to adjust the mirrors to go across to the other bottom corner of the dance floor.
7. Press and release the MIDI / REC BUTTON (FIG 7.).
8. Then press SCENE BUTTON 2 ALL LEDS BLINK 3 TIMES
9. Adjust the tilt fader to adjust the mirrors to go up to the top corner of the dance floor.
10. Press and release the MIDI / REC BUTTON (FIG 7.).
11. Now press SCENE BUTTON 3 ALL LEDS BLINK 3 TIMES
12. Adjust the Pan fader to adjust the mirrors to go across to the other top corner of the dance floor. By pressing Scene buttons 1 to 4 in order you should have a box pattern. If you have a problem refer to Trouble shooting.

    You can now use these scenes to make scenes 5-8 Same box patterns with different colors and gobos

1. Press SCENE BUTTON 1 make color and gobo adjustments
2. Press and release the MIDI / REC BUTTON (FIG 7.).
3. Then press SCENE BUTTON 5 ALL LEDS BLINK 3 TIMES
4. Press SCENE BUTTON 2 make color and gobo adjustments
5. Press and release the MIDI / REC BUTTON (FIG 7.).
6. Then press SCENE BUTTON 6 ALL LEDS BLINK 3 TIMES
7. Press SCENE BUTTON 3 make color and gobo adjustments
8. Press and release the MIDI / REC BUTTON (FIG 7.).
9. Then press SCENE BUTTON 7 ALL LEDS BLINK 3 TIMES
10. Press SCENE BUTTON 4 make color and gobo adjustments
11. Press and release the MIDI / REC BUTTON (FIG 7.).
13. Then press SCENE BUTTON 8 ALL LEDS BLINK 3 TIMES

    THIS GIVES YOU 8 SCENES 2 DIFFERENT COLORED BOX PATTERNS.

    ONCE YOU HAVE RECORDED ALL THE SCENES YOU CAN NOW GO TO PROGRAMMING CHASES PG 12

Programming Scenes continued

SCENE COPY:

This function allows you to copy the settings of one scene to another.

1. Press the PROGRAM BUTTON (FIG. 6) for three (3) seconds to activate program mode. The LCD DISPLAY (FIG.3) will indicate program mode by displaying a continuous fast blinking dot next to 'PROG.'
2. Use the UP and DOWN BANK BUTTONS (FIG.4) to locate the bank that contains the scene you wish to copy.
3. Press the SCENE BUTTON (FIG.5), that contains the scene you want to copy.
4. Use the UP and DOWN BANK BUTTONS (FIG.4) to select the bank you want to copy the scene to.
5. Press the MIDI / REC BUTTON (FIG.7) followed by the SCENE BUTTON (FIG.5) you wish to copy to.

SCENE EDITING:

This function allows you to make changes in a scene after it has been programmed.

1. Press the PROGRAM BUTTON (FIG. 6) for three (3) seconds to activate program mode. The LCD DISPLAY (FIG.3) will indicate program mode by displaying a continuous fast blinking dot next to 'PROG.'
2. Use the UP AND DOWN BANK BUTTONS (FIG.4) to select the bank that stores the scene you wish to edit.
3. Select the scene you want to edit by pressing its SCENE BUTTON (FIG.5).
4. Use the FADERS (FIG.15) to make your desired adjustments.
5. Once you've made your changes, press the MIDI / REC BUTTON (FIG.7) followed by the SCENE BUTTON (FIG.2) that corresponds to the scene your editing. This will store the edited scene back into memory.
   Be sure to selected the same scene you selected in step 4, otherwise you may accidentally record over an existing scene.

RESET ALL SCENES:

This function will erase all scenes in all Banks
(ALL Channels of all scenes are reset to 0 output).

1. Press and hold down the PROGRAM button (fig.6)
2. While holding down the PROGRAM BUTTON (FIG.6) press and hold the BANK DOWN BUTTON (FIG.4).

RESET ALL SCENES Continued:

3. Disconnect the power and release the buttons.
4. Reconnect the power, all scenes should be erased

COPY BANK OF SCENES:

This function will copy the settings of one bank to another.

1. Press the PROGRAM BUTTON (FIG. 6) for three (3) seconds to activate program mode. The LCD DISPLAY (FIG.3) will indicate program mode by displaying a continuous fast blinking dot next to 'PROG.'
2. Select the BANK (FIG.4) you want to copy
3. Press and release the MIDI/REC BUTTON (FIG.7)
4. Select the BANK (FIG.4) you wish to record to.
5. Press MUSIC/BANK COPY BUTTON (FIG.9), The LCD DISPLAY (FIG.3) will flash briefly to indicate the function has been completed.

DELETE BANK OF SCENES:

1. Press the PROGRAM BUTTON (FIG. 6) for three (3) seconds to activate program mode. The LCD DISPLAY (FIG.3) will indicate program mode by displaying a continuous fast blinking dot next to 'PROG.'
2. Select the BANK (FIG.4) you want to delete
3. Press and hold the AUTO/DEL BUTTON (FIG.8).
4. While holding down the AUTO/DEL BUTTON (FIG.8) press and hold the MUSIC/BANK COPY BUTTON (FIG.9) at the same time.
5. Release both buttons at the same time, the LCD DISPLAY (FIG.3) should flash momentarily to indicated the function completion.

DELETE SCENE :

This function will reset all DMX Channels in a single SCENE back to 0.

1. While pressing and holding AUTO/DEL(FIG.8), Press and release the SCENE BUTTON (FIG.2) 1-8 you want to delete.

PROGRAMMING CHASES:

NOTE: YOU MUST PROGRAM SCENES BEFORE YOU CAN PROGRAM CHASES.

1. Press the PROGRAM BUTTON (FIG. 6) for three (3) seconds to activate program mode. The LCD DISPLAY (FIG.3) will indicate program mode by displaying a continuous fast blinking dot next to 'PROG.'
2. Select any CHASE 1 TO 6 (FIG 5) to program.
3. Select a desired SCENE (FIG2) from any bank that has been previously recorded.
4. Press the MIDI/REC BUTTON (FIG.7). All LED's blink 3 times
5. Repeat steps 3 & 4 as many times as you want.
   Yo u may store up to 240 steps into one chase.
6. To exit programming press the PROGRAM BUTTON (FIG. 6) for three (3) seconds to de-activate program mode. The LCD DISPLAY (FIG.3) will indicate blackout mode by displaying a continuous fast blinking dot next to 'Blackout.'
   You May now playback the Chase Recorded Pg. 14

EDITING CHASES

INSERT A STEP:

1. Press the PROGRAM BUTTON (FIG. 6) for three (3) seconds to activate program mode. The LCD DISPLAY (FIG.3) will indicate program mode by displaying a continuous flashing light next to 'PROG.'
2. Select the CHASE 1 TO 6 (FIG 5) you wish to add a step to.
3. Press and release the TAP SYNC/DISPLAY BUTTON (FIG.11).
   The Display will now change to the step you are now in.
4. After selecting the TAP SYNC/DISPLAY (FIG.11) use the UP and DOWN BUTTONS, to manually scroll to the STEP you wish to insert a step after.
5. Press MIDI/REC (FIG.7) the LCD will read one step number higher
6. Press the Scene Button you want to insert
6. Press MIDI/REC (FIG.7) again to insert new step.
7. Press and release the TAP SYNC/DISPLAY (FIG.11) to return the display to normal operation.

DELETE A STEP:

1. Press the PROGRAM BUTTON (FIG. 6) for three (3) seconds to activate program mode. The LCD DISPLAY (FIG.3) will indicate program mode by displaying a continuous flashing light next to 'PROG.'
2. Select the CHASE 1 TO 6 (FIG. 5) that contains the step you would like to delete.
3. Press and release the TAP SYNC/DISPLAY (FIG.11).
4. After selecting the TAP SYNC/DISPLAY (FIG.11) use the UP and DOWN BUTTONS, to manually scroll to the step you wish to delete.
5. When you have reached the step you wish to delete, press and release the AUTO/DEL (FIG.8).

DELETE A COMPLETE CHASE:

1. Press the PROGRAM BUTTON (FIG. 6) for three (3) seconds to activate program mode. The LCD DISPLAY (FIG.3) will indicate program mode by displaying a continuous flashing light next to 'PROG.'
2. Press and hold down the CHASE BUTTON (FIG.5) that you want to delete.
3. While holding down the CHASE BUTTON (FIG.5) press and release the AUTO/DEL BUTTON (FIG. 9).
4. Release the CHASE BUTTON (FIG.5). The chase should be deleted.

DELETE ALL CHASES:

This function will allow you to clear all chase memory (delete all chases).

1. Press and hold down the AUTO/DEL& BANKDOWN BUTTONS FIG.8
2. While holding down the AUTO/DEL & BANKDOWN BUTTONS FIG.8 disconnect the power.
3. Holding down the AUTO/DEL & BANKDOWN BUTTONS FIG.8 reconnect the power hold for 3 seconds LED's blink all chase memory should be erased.

PLAYBACK SCENES & CHASES

MANUAL RUN SCENES:

1. When power is first turned on, the unit is in manual scene mode.
2. Make sure AUTO & MUSIC LED'S BUTTONS (FIGS. 8 AND 9) are off .
3. Select BANK (FIG.4), using the UP and DOWN BANK BUTTONS (FIG.4) , that store the scenes you wish to run.
4. Press the SCENE BUTTONS (FIG.2) to run the scene you selected.

MANUAL RUN CHASES:

This function will allow you to manually step through all scenes in any Chase.

1. Press the PROGRAM BUTTON (FIG. 6) for three (3) seconds to activate program mode. The LCD DISPLAY (FIG.3) will indicate program mode by displaying a continuous fast blinking dot next to 'PROG.'
2. Execute a chase by selecting one of the eight CHASE BUTTONS (FIG.5).
5. Press the TAP/SYNC BUTTON (FIG.11) .
6. Use the BANK BUTTONS (FIG.4) to scroll through the chase. Note:Display will show the number of the step in the Chase not the Scene bank or number

AUTO RUN SCENES:

This function will run a bank of programmed scenes in a sequential loop.

1. Press the AUTO/DEL (FIG.8) to activate Auto Mode. A flashing light in the LCD DISPLAY (FIG.3) will indicate auto mode.
2. Use the UP and DOWN BANK BUTTONS (FIG.4) , to select a bank of scenes to run.
3. After selecting the bank of scenes you want run, you can use the SPEED (FIG.13) and FA DE (FIG.12) sliders to adjust the scene chase Note: you can change banks, to run different scene sequences, at any time by pressing the UP and DOWN BANK BUTTONS (FIG.4) . Note: when Adjusting fade time never make it slower than the Speed setting or your scene will not be completed before a new step is sent.

AUTO RUN CHASES:

1. Select your desired chase by pressing any or all of the six CHASE BUTTONS (FIG.5).
2. Press and release the AUTO/DEL BUTTON (FIG.8).
3. The corresponding LED will flash in the LCD DISPLAY (FIG.3) indicating Auto mode is engaged.
4. Adjust the SPEED (FIG.13) and FADE (FIG.12) times to your desired settings.
5. The chase will now run according to your set speed and fade time.

Note: You can override the speed and by tapping the TAP SYNC /DISPLAY BUTTON (FIG.11) three times, the chase would then run according to the time interval of your taps.

Note: when Adjusting fade time never make it slower than the Speed setting or your scenes will not be completed before a new step is sent.

Note: If you want to include all the Chases PRESS AUTO/DEL BUTTON before selecting Chase.

MUSIC RUN SCENES:

1. Press the MUSIC/BANK-COPY BUTTON (FIG.9) to turn on the corresponding LED in the LCD DISPLAY (FIG.3).
2. Select the bank that holds the scenes you wish to chase by using UP or DOWN BUTTONS (FIG.4) , you may also use a MIDI controller to change the scenes (see MIDI operation).
3. Press MUSIC/BANK COPY BUTTON (FIG.9) to exit.

MUSIC RUN CHASES:

1. Select your desired chase by pressing one of the six CHASE BUTTONS (FIG.5).
2. Press and release the MUSIC/BANK-COPY BUTTON (FIG.9).
3. The corresponding LED will flash in the LCD DISPLAY (FIG.3) indicating Music mode is engaged.
4. Chase will now run sound.

MIDI OPERATION

To Activate MIDI operation:

1. Press and hold down the MIDI/REC BUTTON (FIG.7) for three seconds, the last two digits of the LCD DISPLAY (FIG.3) will BLINK to indicate MIDI setting.
2. Use the UP AND DOWN BUTTONS (FIG.4) to select the MIDI Channel 1 to 16 you would like to be activated from.
3. Press and hold down the MIDI/REC BUTTON (FIG.7) for three seconds, to exit this function and MIDI operation is now on.

MIDI CHANNEL SETTING

BANK (Octave)	NOTE NUMBER	FUNCTION
BANK 1	00 TO 07	1 to 8 of Bank 1 on or off
BANK 2	08 TO 15	1 to 8 of Bank 1 on or off
BANK 3	16 TO 23	1 to 8 of Bank 1 on or off
BANK 4	24 TO 31	1 to 8 of Bank 1 on or off
BANK 5	32 TO 39	1 to 8 of Bank 1 on or off
BANK 6	40 TO 47	1 to 8 of Bank 6 on or off
BANK 7	48 TO 55	1 to 8 of Bank 7 on or off
BANK 8	56 TO 63	1 to 8 of Bank 8 on or off
BANK 9	64 TO 71	1 to 8 of Bank 9 on or off
BANK 10	72 TO 79	1 to 8 of Bank10 on or off
BANK 11	80 TO 87	1 to 8 of Bank11 on or off
BANK 12	88 TO 95	1 to 8 of Bank12 on or off
BANK 13	96 TO 103	1 to 8 of Bank13 on or off
BANK 14	104 TO 111	1 to 8 of Bank14 on or off
BANK 15	112 TO 119	1 to 8 of Bank14 on or off
CHASES	120 TO 125	1 to 6 Chases
BLACK OUT	126	BLACKOUT

This unit only receives MIDI notes and you may have to transpose your keyboard to find the proper notes.

Specifications

All Scenes, Chases, and Options retained by battery back up
3 space 19" rack mount case
Reversible DMX polarity out put
MIDI input to control Chase and scene s
192 DMX Channels output 12 Scanners buttons (up to 16 Channels each)
6 Chases of 240 steps
240 Scenes in 30 Banks
Audio Chase
Speed and Fade time adjustments

TROUBLE SHOOTING

Mirrors don't respond when I move faders

Make sure address is correct. See Chart pages 20, 21
Make sure speed is adjusted, if available, for faster movement.Not all Fixtures have a speed adjustment.
If total of XLR cable is more than 90 feet make sure it is terminated properly.

Colors don't respond when I move faders

Make sure address is correct. See Chart pages 20 21
If total of XLR cable is more than 90 feet make sure it is terminated properly.

Scenes don't playback after I record them

Make sure to press MIDI/RECORD BUTTON, before pressing SCENE BUTTON. LED's should blink after pressing each SCENE BUTTON.
Make sure you are in the correct Bank that has scenes recorded.

Scenes don't playback correctly like I recorded them

Was Scanner for all fixtures recorded.
Is Fade Time to long for Speed selected?
Make sure you are in the correct Bank that has scenes recorded
If total of XLR cable is more than 90 feet make sure it is terminated properly.

Chases don't playback after I record them

Make sure to press MIDI/RECORD BUTTON, after pressing SCENE BUTTON. LED's should blink after pressing MIDI/RECORD BUTTON.
Make sure you are in the correct Chase that has steps recorded.
If in Auto Mode, is It selected in Display. Did you adjust Speed after selecting Auto?
Is Fade Time to long for Speed Selected?
If total of XLR cable is more than 90 feet make sure it is terminated properly.

CABLE TERMINATION

When total run of Control cable is 90" or over it is necessary to terminate the Cable. This can be accomplished as follows.

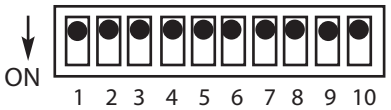
1: Many Fixtures have some type of built in termination either automatic or by some type of function switch,select this in the last fixture in the link.
2: Make or buy a Termination Plug and insert it into the last Fixture in the link.

To make a termination plug use a Male XLR plug and solder a 90 to 120 ohm 1/4 watt resistor between pins 2 & 3 of the plug.

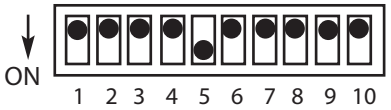
DIP SWITCH DMX ADDRESS CHART

WHEN STARTING ADDRESS IS ONE MORE THAN SELECTED

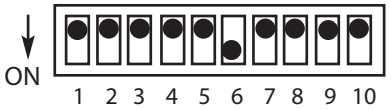
Scanner 1 Channel 1



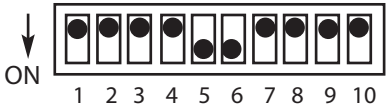
Scanner 2 Channel 17



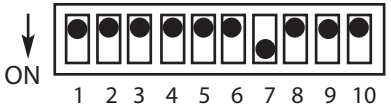
Scanner 3 Channel 33



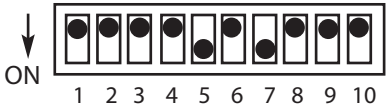
Scanner 4 Channel 49



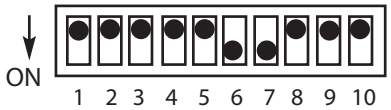
Scanner 5 Channel 65



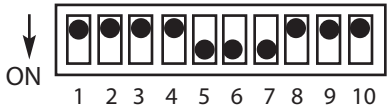
Scanner 6 Channel 81



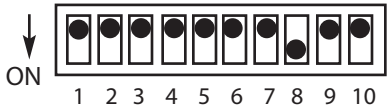
Scanner 7 Channel 97



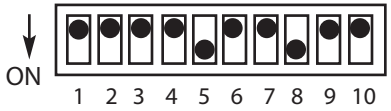
Scanner 8 Channel 113



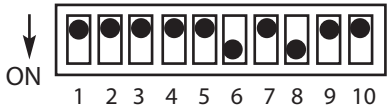
Scanner 9 Channel 129



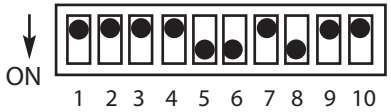
Scanner 10 Channel 145



Scanner 11 Channel 161



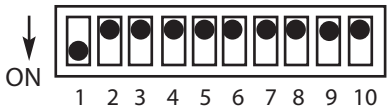
Scanner 12 Channel 177



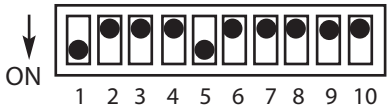
DIP SWITCH DMX ADDRESS CHART

WHEN STARTING ADDRESS IS THE ONE SELECTED

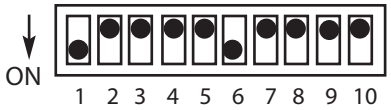
Scanner 1 Channel 1



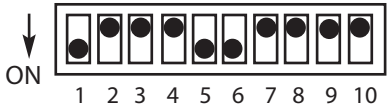
Scanner 2 Channel 17



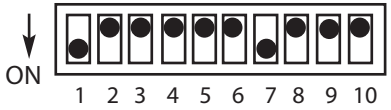
Scanner 3 Channel 33



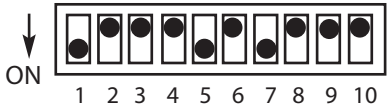
Scanner 4 Channel 49



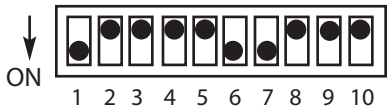
Scanner 5 Channel 65



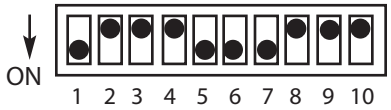
Scanner 6 Channel 81



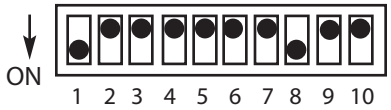
Scanner 7 Channel 97



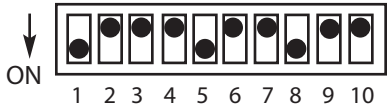
Scanner 8 Channel 113



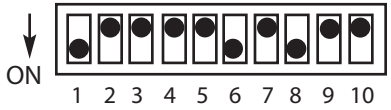
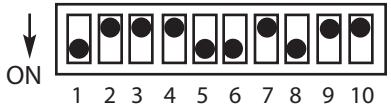
Scanner 9 Channel 129



Scanner 10 Channel 145



Scanner 11 Channel 161



Scanner 12 Channel 177